

2020 RULES AND PLAYER CODE OF CONDUCT

CODE OF CONDUCT

1. No player shall at any time lay a hand upon, push, shove, strike or threaten an official or a Recreation employee.
2. No player shall refuse to abide by an official's decision.
3. No manager, player, substitute or spectator may make derogatory remarks or gestures to the official or Recreation staff.
4. No profane or obscene language is to be used.
5. No player shall be guilty of an abusive verbal attack upon an official, player, spectator or Recreation employee.
6. No player shall use unnecessary and excessive tactics in the play of the game against a person of an opposing team.
7. No player shall discuss the decision of any matter reached by an official except the manager.
8. No player shall discuss his/her personal opinion of any other player, any play or decision by an official publicly with spectators in a derogatory manner.
9. No person shall threaten or commit bodily harm or damage to personal property of an official, player, spectator or Recreation employee.

PLAYER'S CODE OF CONDUCT

All players shall abide by the CODE OF CONDUCT. It will be the manager's responsibility to see that all players from his team are aware of and abide by the following code of conduct.

NO ALCOHOLIC BEVERAGES OR MARIJUANA/TOBACCO PRODUCTS PERMITTED ON ICE RINK PROPERTY

Etiquette

Ice Maintenance

Please bring clean shoes to wear. Changing from your street shoes to a clean pair helps to keep debris off the ice. Any piece of sand or dirt left on the ice can cause a curling stone to "pick" or change course. Please help keep the ice clean by sweeping debris off the ice and clean off your broom head over waste receptacle after each use. Watch for brooms or clothing that scratch the ice, or clothing that sheds debris. If you notice anything that might be detrimental to play, please take steps to remove the offending item from the ice sheet. Please do not rest hands/ knees or warm objects on the ice for longer than necessary. They melt small impressions in the ice, again causing rocks to pick.

Game Play

Two matches will be played per time slot. Do not practice before your draw on the SAME sheet of ice that you are scheduled to play. This is considered an unfair advantage and poor etiquette. The winning team resets the stones and scoreboard, and cleans the sheet after the draw. Watch your speed of play; trust your skips call. Have fun, discuss strategy, but keep play moving and be ready when it is your turn. After the final stone of an end, the thirds (vice skips) both agree to the score, and move the first stone. This signals the rest of the players to begin clearing the stones. The leads get ready to throw! The thirds update the scoreboard when convenient.

Arrive before your scheduled match time. Help set up and tear down if you can-particularly carrying the stones out and putting them away. We may change our expectations for curling

members as we get into the season. We would like to make this league a team/communal effort as we assess our needs to keep the league going.

.

Curling rules 4v4

1. Each team will be allowed four individuals on the ice at one time.
2. Teams will alternate throws toward the circular target (the house).
3. Each player will throw two stones while their teammates sweep and direct.
4. A typical game is played in 8 ends. In each end, 16 stones are thrown. Only 1 team can score in an end; the team with the closest stone to the center. That team will score 1 point per stone that is closer than their opponent's best stone. Due to time restrictions, no new end can start in the last 15 minutes of play (i.e. no new end can start after 8:30pm for a 7:45pm start time). Please be conscious of time and follow curling etiquette guidelines.
5. Each team consists of a lead, second, vice skip and skip. The lead throws the first two stones for your team, while the second and vice sweep. The skip will call the shot, and can help sweep if needed. (Any of the 4 positions can act as 'skip', but you must always throw in the order which you started.)
6. The hammer is the last stone of the end, which is an advantage. The vice skips will flip a coin at the start of the game to determine the color of stones and the hammer for the first end. The coin toss winner chooses first, typically choosing the hammer. This means the opponent throws first. After the end, the team that scored will throw first in the next end.
7. Each match will be an hour or less in length. No new end can start in the last 15 minutes of play.